

Power MAC

Installation and Testing of Codes

The MAC file system is different from all other file systems, in the sense that for each file that you can “see” it uses hidden files to define status information. This makes it impossible to transfer files in their original form between MAC and other computers, as had to be done to create TART2002 CD.

This difficulty has been overcome by compressing the entire system into a single Self Extracting Archive file, and then using Stuffit Deluxe to produce a single file, including all of the hidden files.

In order to implement this system you have to do these two steps in reverse: first use Stuffit Expander to create the Self Extracting Archive file, and then uncompress to install the entire system. If you do not have a copy of Stuffit Expander, it is available FREE on the web at,

<http://www.aladdinsys.com/downloads/index.html>

Once you have Stuffit Expander, to install the entire system,

- 1) Make sure you do not have a directory named TART2002, otherwise installation will overwrite it.
- 2) Copy **TARTZ.sit** from the TART2002 CD **POWERMAC** directory to your desk top
- 3) Use Stuffit Expander to expand **TARTZ.sit**.
- 4) This will create the Self Extracting Archive file **TARTZ.sea**.
- 5) You no longer need **TARTZ.sit** and you can delete it.
- 6) Double click on **TARTZ.sea** to start uncompressing.
- 7) Direct it to uncompress everything into a directory named TART2002 (the default).
- 8) Everything should now be installed in sub-directories within TART2002.
- 9) You no longer need **TARTZ.sea** and you can delete it.
- 10) Copy the **DOCUMENT** directory from the TART2002 CD to the **TART2002** directory on your computer.

That's it - installation is complete.

Installed Directory Structure

You should now have a main directory named TART2002, and within this directory you should have the following sub-directories,

Documentation

DOCUMENT - On-line documentation in Microsoft Word format

Production Codes

TART2002 - TART2002 executable code
UTILITY - A variety of useful utility executable codes
EXAMPLES - Example TART2002 input parameters
CRITS - Example critical assembly TART2002 input parameters

Graphics Codes

TARTCHEK - TARTCHEK executable code
TARTAID - TARTAID executable code
IMAGES - IMAGES executable code
EPICSHOW - EPICSHOW executable code
PLOTTAB - PLOTTAB executable code
EDITOR - FORTRAN executable editor

All of the codes are in executable form, so you can immediately start using the codes.

Verification

It is highly recommended that you not be in too much of a rush to start using the system, and instead spend the time to FIRST verify that TART2002 is producing reliable results.

The example problem is in the TART2002/TART2002 directory ready to be used with TART2002. It is HIGHLY RECOMMENDED that you take the time to first run this problem. To start the problem execute,

tart02-4

The execution time will be somewhere between 100 and 18,000 seconds, (about 2 minutes to 5 hours), depending on the speed of your computer. When the problem ends, copy the utility code, critedit, from the utility directory to the current directory and execute critedit by typing,

critedit

This will give you a summary of the results of the problems run. The important things to check are at the bottom of the output listing, on your screen, and in the file CRITEDIT.LST.

First check the running time, which will give you a good indication of the relative power of your computer - see TART2002.DOC for a list of expected times on a wide variety of computers.

Next check the calculated Average K-eff - this should be about 0.99.. to 1.001..